

THE GRIMM TROUPE

Fvery few hundred years an extraordinary evil arises once more with an insatiable hunger for the essence of nightmares, a nearly intangible substance only seen by its beautiful vivid red flicker of light; an everlasting flame. This magnificent fire is enkindled only in places where all hope has faded, and all dreams become shrouded with despair. Where this essence is found, soon after will be Troupe Master Grimm and his dark circus. Grimm is, however, not the evil he is often mistaken to be. He is instead a mere servant in the dark cycle he is enslaved to.

A Heart of Nightmares. Deep within the a realm where the fabric of reality is spun with horror lies a great beating heart from which all nightmares are assembled. The heart itself is consumed with an eternal need for the red flame, and for that purpose has created Grimm as a vessel to contain it, and with him, his troupe.

An Unholy Ritual. Grimm's purpose for existence is to gather essence for his master, gradually accumulating power as he does so. Once has gathered adequate essence to satiate the Heart, he becomes a truly terrifying foe to behold; a vessel filled to the brim with energy that even his master craves. Now, having nearly fulfilled his purpose, his sacrifice is the only part of the cycle that must be complete. The final part of Grimm's ritual is to be slain in a grand combat before his master in the Realm of Nightmares itself. He scours the land looking for adventurers capable of slaying him at the peak of his power, and draws them into that realm to properly complete the ritual. If they are successful, it is only then that his collected essence is gifted to the Heart, and he is allowed to rest peacefully. From this ritual a new Grimm is born, and the cycle begins anew.

A Dark Circus. Grimm isn't the only being created by the Nightmare heart to do its bidding. Whenever Grimm appears to consume the essence of a plane of existence, a cast of strange characters follow him. Their duties largely revolve around catching the attention of patrons and potential adventurers by setting up and maintaining a circus in the most largely populated town they can find. Events within the circus itself are usually concerned with types of wicked magic previously unseen by the eyes of commoners, but are always entirely harmless to their guests.

A Cordial Identity. Troupe Master Grimm treats those who he wishes to help complete his ritual with the utmost respect, and has a particular affinity for showmanship. He will not hesitate to become friendly with those around him, although no being will ever become as important to him as his purpose of feeding the Nightmare Heart. Grimm often offers a significant reward to those who can successfully best him in combat. This reward can come in a variety of things, but is often something that cannot be provided by any other means.



NIGHTMARE KING GRIMM

Medium Fey, Neutral

Armor Class 16 (natural armor)

Hit Points 224 (28d8+98)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	11 (+1)	10 (+0)	13 (+2)	24 (+7)

Saving Throws Dex +11, Wis, +8, Cha +13

Skills Acrobatics +11, Intimidation +13, Performance +13, Stealth +11

Damage Resistances necrotic; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities fire

Condition Immunities charmed, frightened

Senses passive Perception 16

Languages Common, Ignan

Challenge 17 (18,000 XP)

Legendary Resistance (3/day). If Nightmare King Grimm fails a saving throw he can choose to succeed instead.

Magic Weapons. Nightmare King Grimm's Attacks are considered magical.

Showman's Misdirection. When in dim or darker light, Nightmare King Grimm has advantage on Dexterity (Stealth) checks made to hide, and he can even hide while being observed.

Actions

Multiattack. Nightmare King Grimm makes three Claw Swipe or Fire Bat attacks.

Claw Swipe. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 18(3d8+5) slashing damage.

Fire Bat. Ranged Spell Attack: +13 to hit, range 120 ft., one target. *Hit:* 11(1d8+7) bludgeoning damage and 7(2d6) fire damage.

Teleport. Nightmare King Grimm magically teleports, along with any equipment he is wearing and carrying, up to 80 ft to an unoccupied space he can see within range.

Fire Carnival (Recharge 6). Nightmare King Grimm wraps himself in his cloak and launches fourth a massive swarm of flame-like projectiles in all directions. All creatures within 30 feet of him must make a DC 16 Dexterity saving throw or take 33 (6d10) fire damage and be ignited. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Legendary Actions

Nightmare King Grimm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Nightmare King Grimm regains spent legendary actions at the start of his turn.

Teleport. Nightmare King Grimm uses his teleport action.

Fire Bat. Nightmare King Grimm makes a fire bat attack.

Cloak Spikes (Costs 3 actions). Nightmare King Grimm's cloak forms partially etherial tendrils that shoot into the ground and spring up into deadly points. Choose 1d4+3 points within 60 ft. At each point, a 5 ft diameter cloak spike shoots upward, and any creature within that space must make a DC 16 dexterity saving throw or take 13 (3d8) piercing damage and be restrained until the cloak spike is removed. A cloak spike remains until the end of Nightmare King Grimm's next turn, or until the cloak spike is destroyed. A cloak spike has 10 AC and 5(1d10) hp, is 20 ft high, and does not allow any creature not restrained by the cloak spike feature to occupy its space. Any creature that succeeds the saving throw is instead shunted to a space 5 ft away of their choosing.

